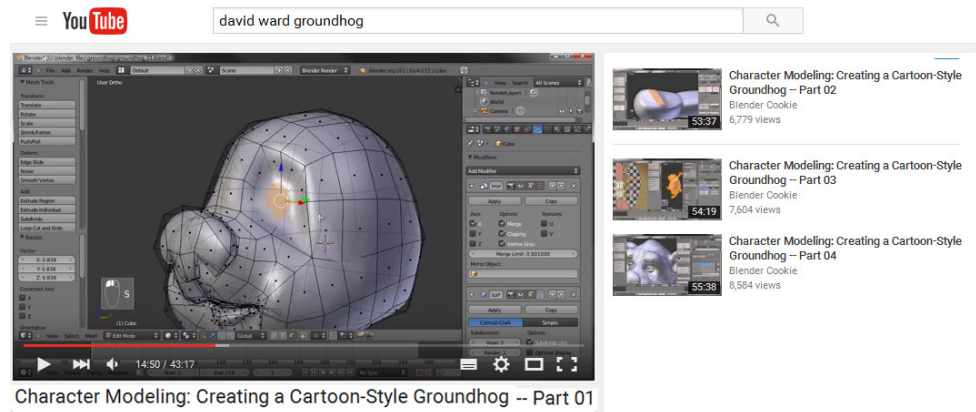
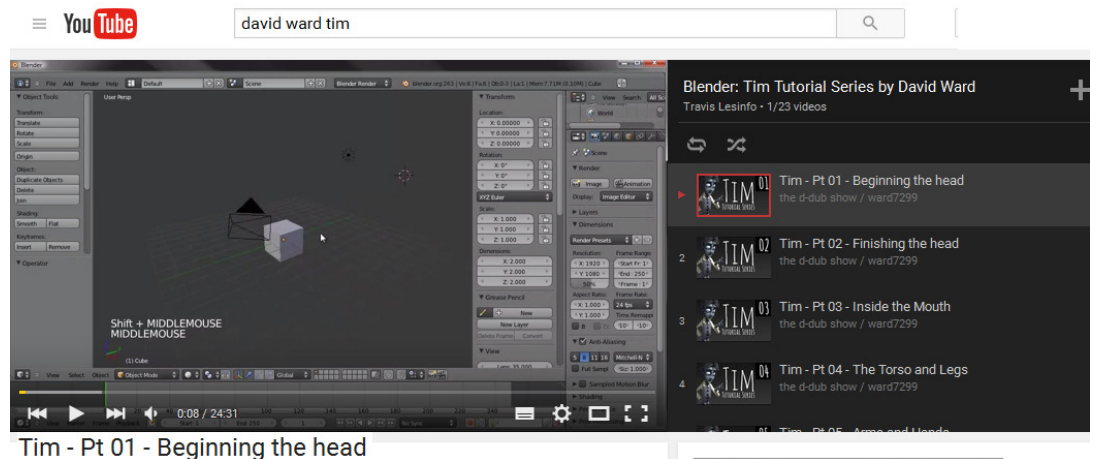


Blendan 2 body p. 1

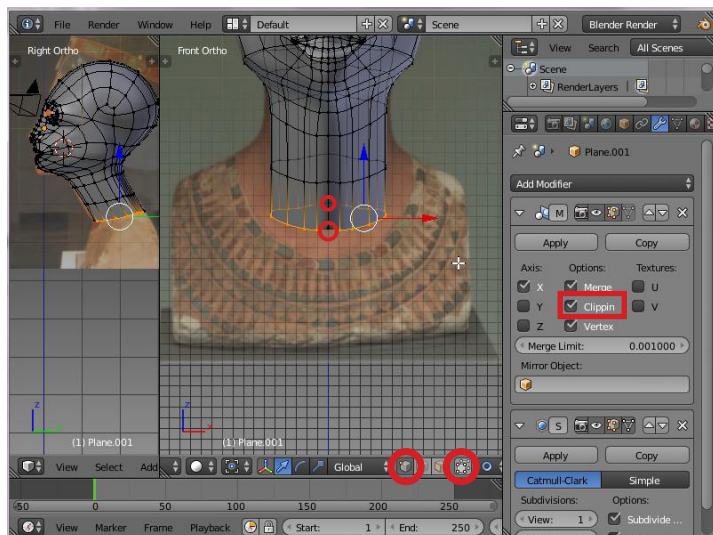
To learn more on how to make a body you can go to youtube.com and search for David Ward's Groundhog in 4 parts to listen on.



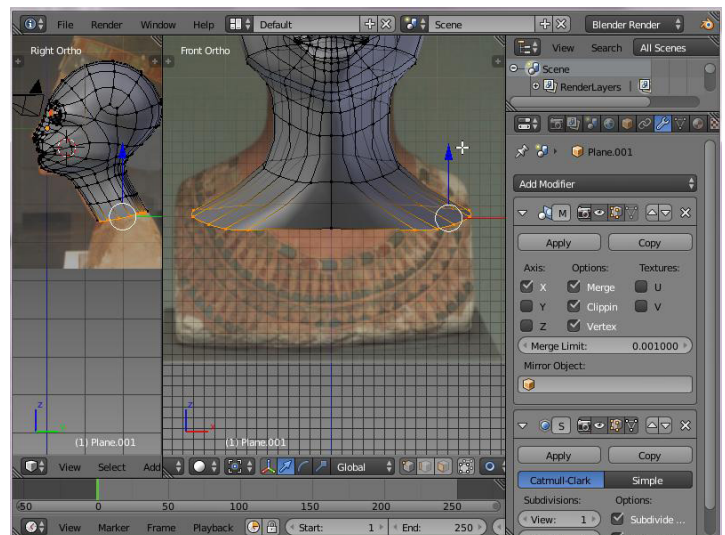
On youtube.com you can also find David Ward's Tim in 23 parts to learn more on how to make a body.



Continuation from Blendan head tutorial - the Mirror Modifier still exist!



To make the body of the character Blendan - choose vertex and you can deselect a small button to also see the back of the head. ALT click between two vertices to choose the lower loop in the neck. Then deselect the vertices in the middle of the loop in the front and in the back. Select Clipping.

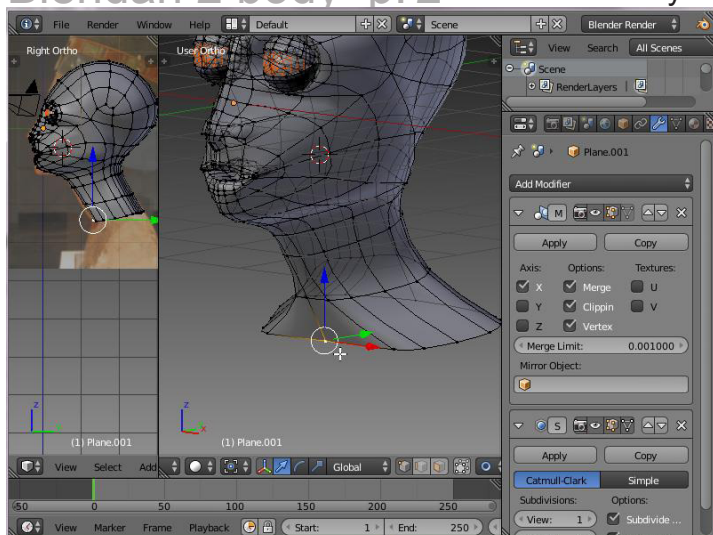


You have to scale in horizontally - click the S key and then the X key or to say in few words - S+X - so don't click the + key! Just S and then X.

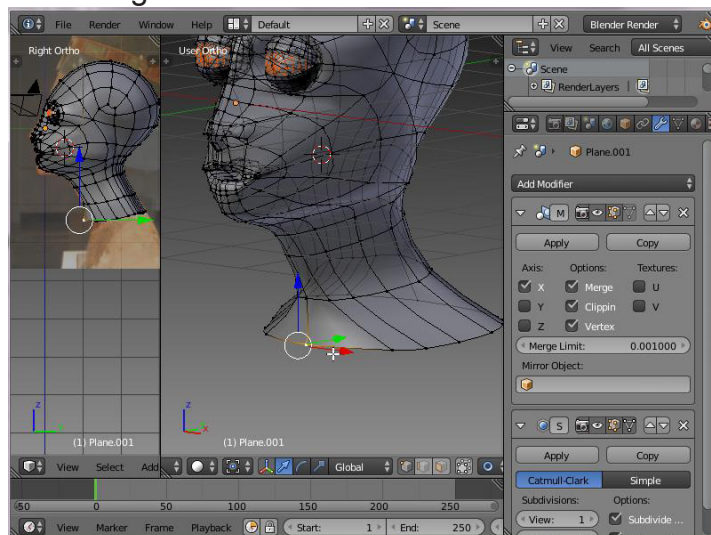
Now scale in the X direction to see the result...

Blender 2 body p.2

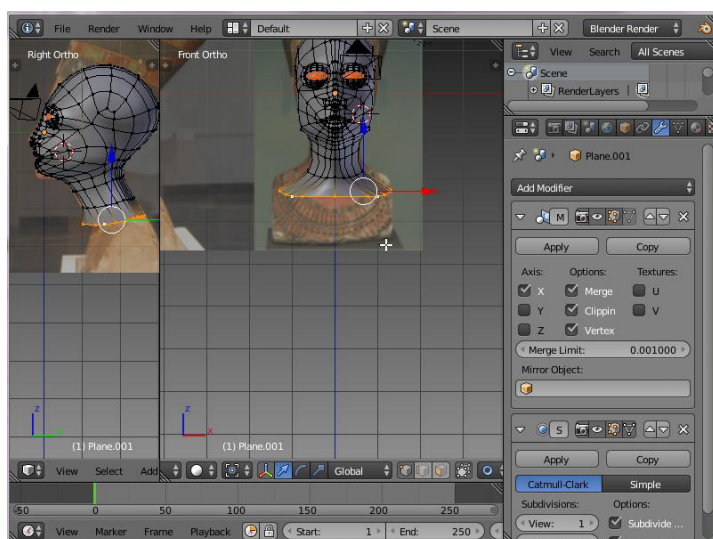
the body needs two legs



Rotate the scen and it can look like this. You can need to select a vertex on the center of the front and move it a bit. And the same on the back.



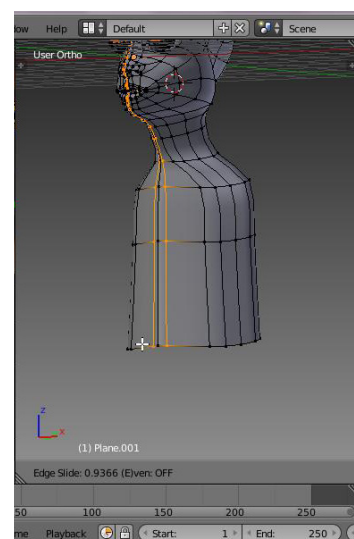
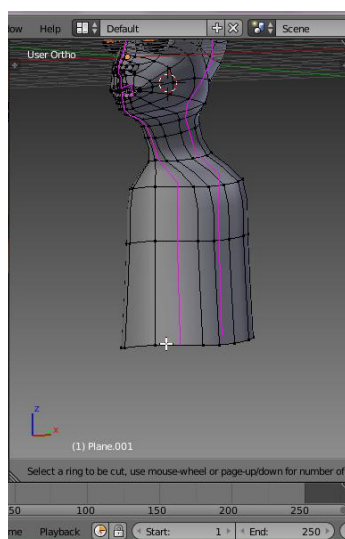
The front will be rounded.



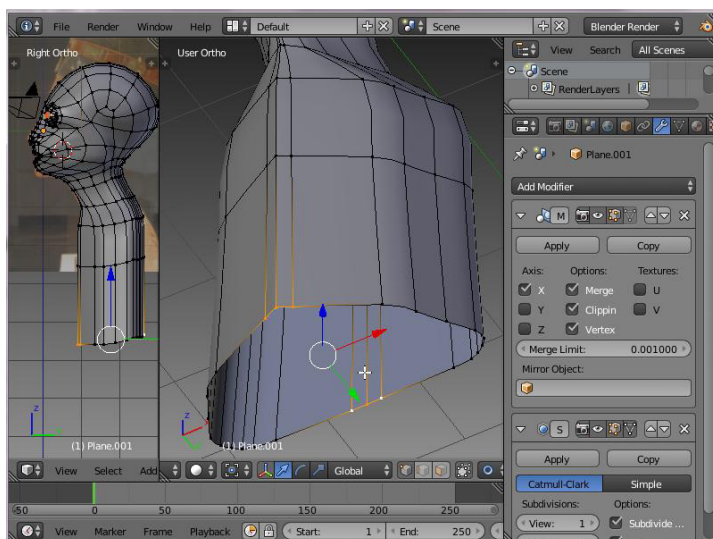
1 - to go to the Front View

ALT click the lowest loop between to vertices to choose the whole loop

E - to extrude it two times.

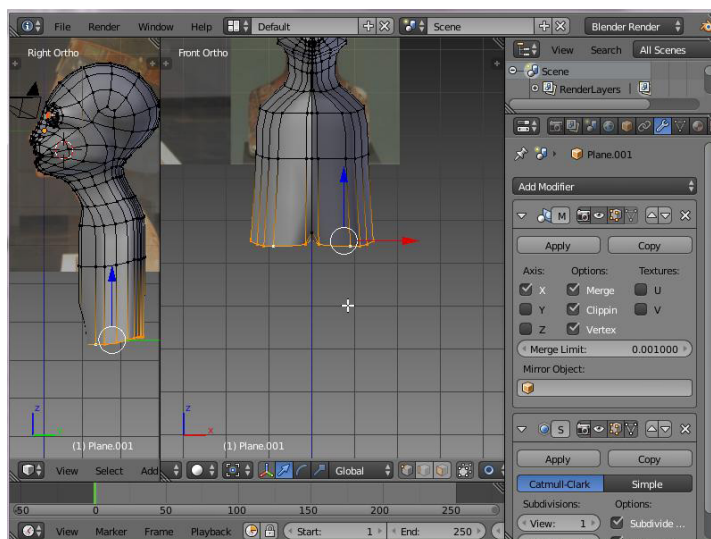


To make the legs you have to make a loop a bit from the center. CTRL+R to make a loop to make a place for the crutch between the legs.



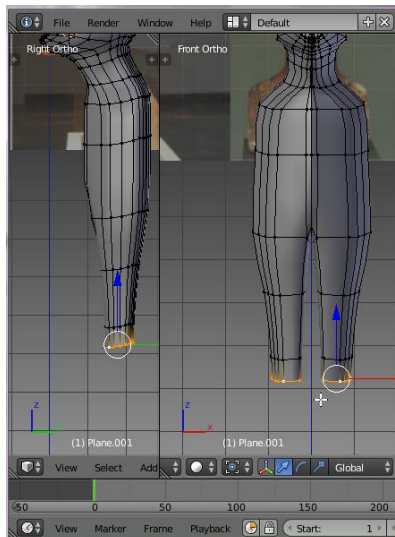
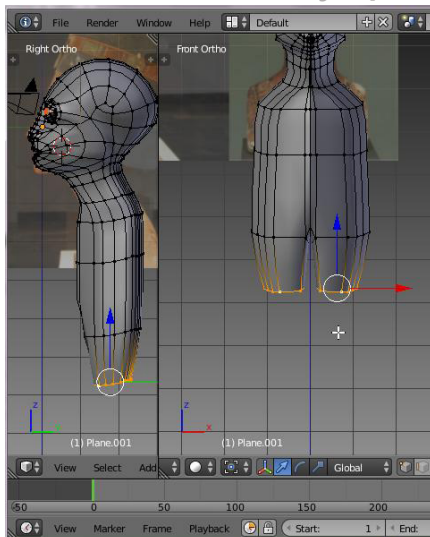
Select 4 vertices - 2 in the center and 2 on the new loop.

F - to make a face on both sides of the crutch - to make loops for the legs.



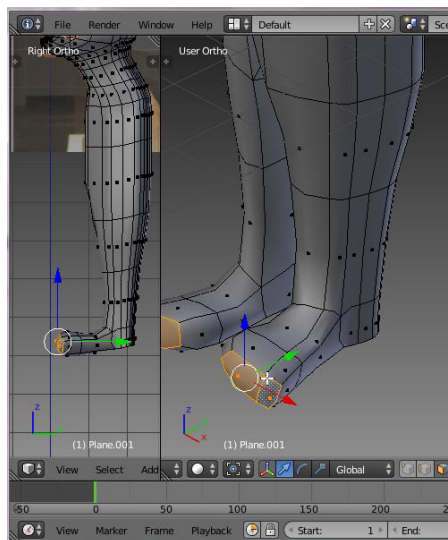
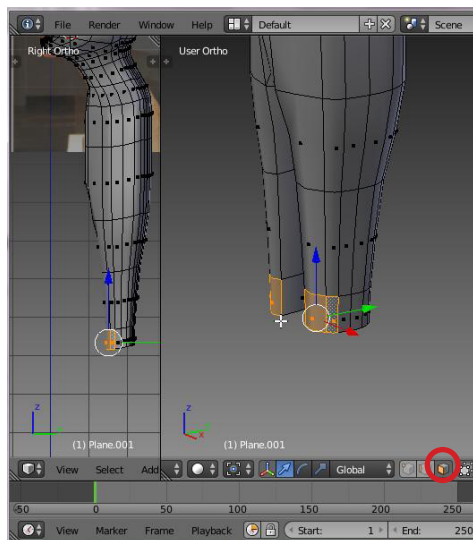
ALT click between two vertices to select the leg loops.

E - two extrude a bit.



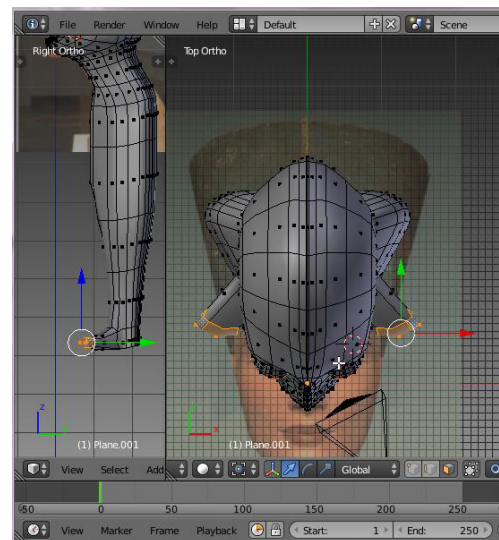
Perhaps you have to scale the loops with -S and rotate them with -R - to make them a little more horizontal.

E - to extrude two or three times to get knees.

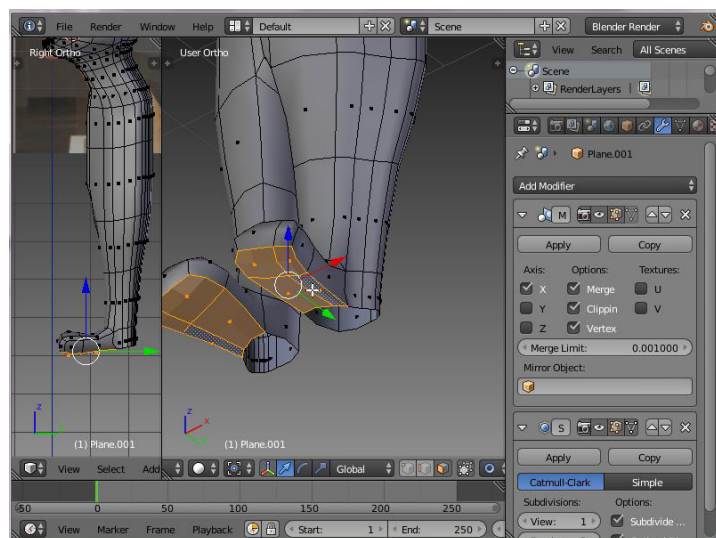


E - to extrude to get some faces to use for feat. Choose Face and select some faces.

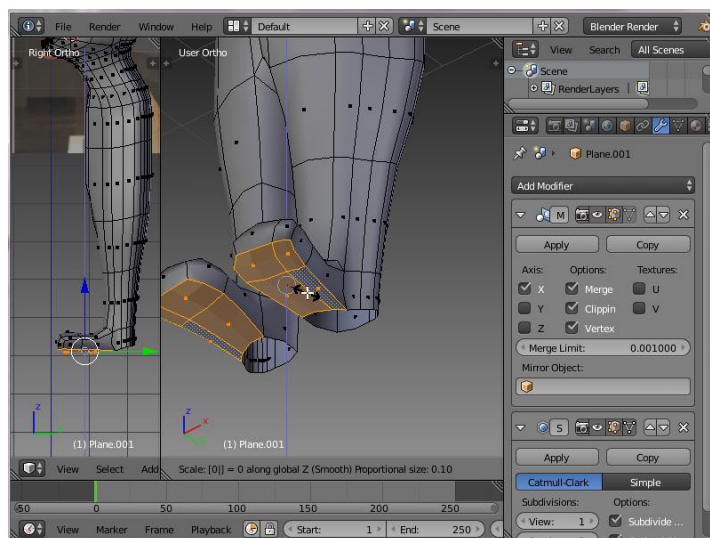
E - to extrude so you get some toes.
S - to scale the toes down.



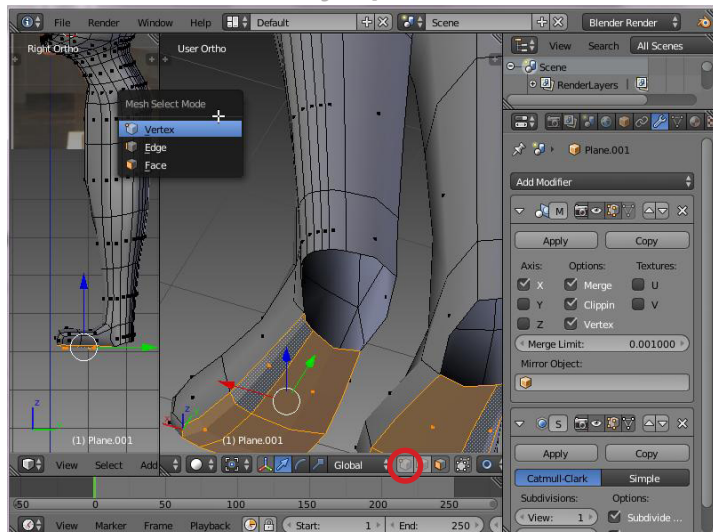
7 - to go to the Top View and drag and rotate the feat so they will point forwards.



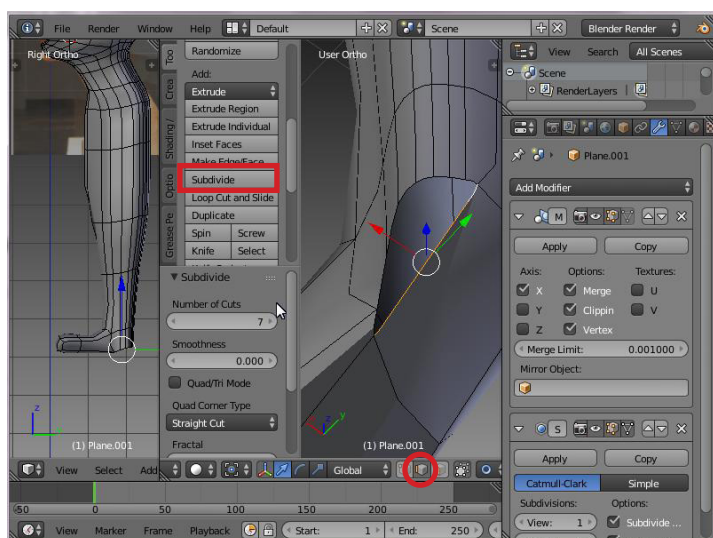
Choose all of the featsoles.



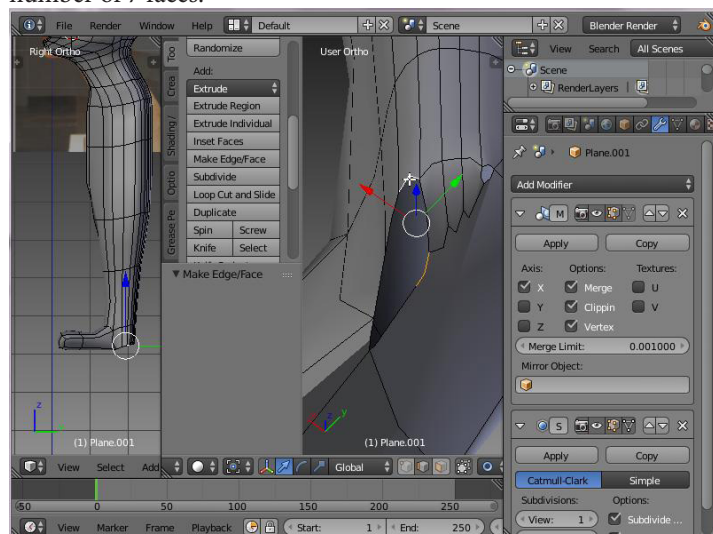
S+Z+0 to scale the featsoles to 0 in the Z-direction.
And the featsoles will be flattened.



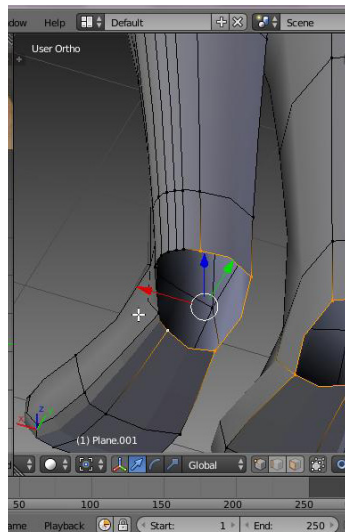
CTRL+TAB to get a menu and you can choose Vertex.



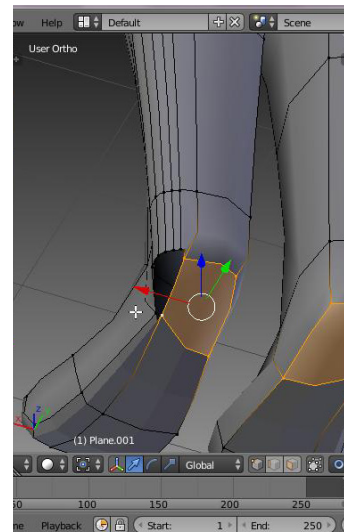
You need to make several faces to get rid of the hole in the foot. Select Edges and select the long edge in the foot. And then the button Subdivide and choose a Number of Cuts. I choose 7 - the number of edges I had to have to get rid of the whole hole with a number of 7 faces.



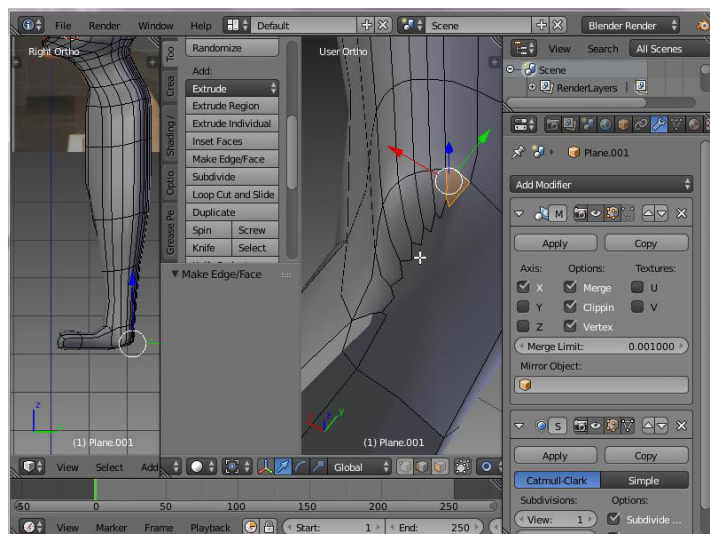
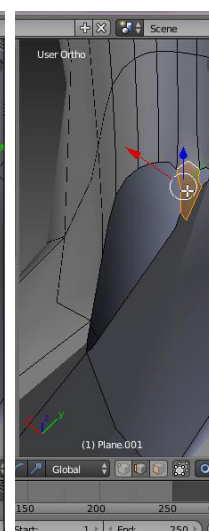
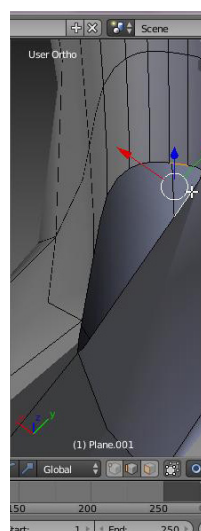
Continue in the same manner to use F to make new faces.



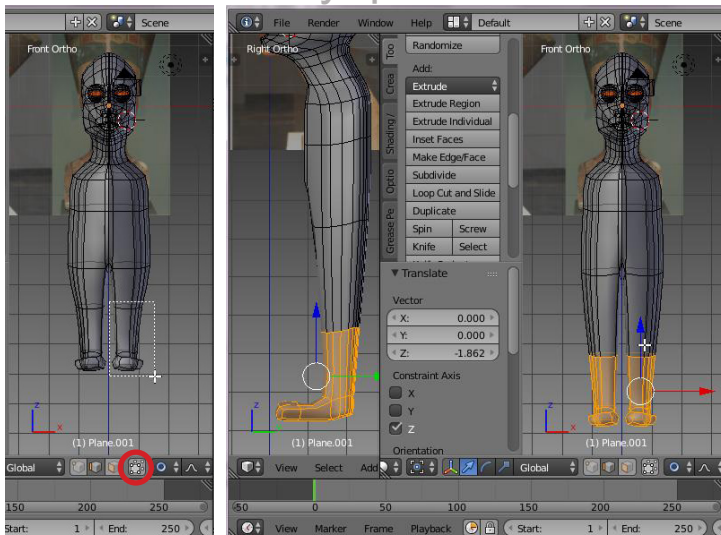
Select 4 vertices and then F - to make a face



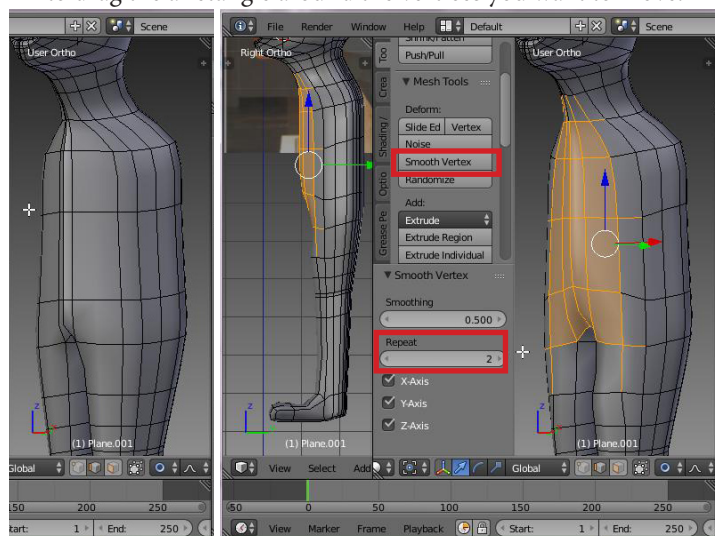
Choose two opposite edges and then F make a face.



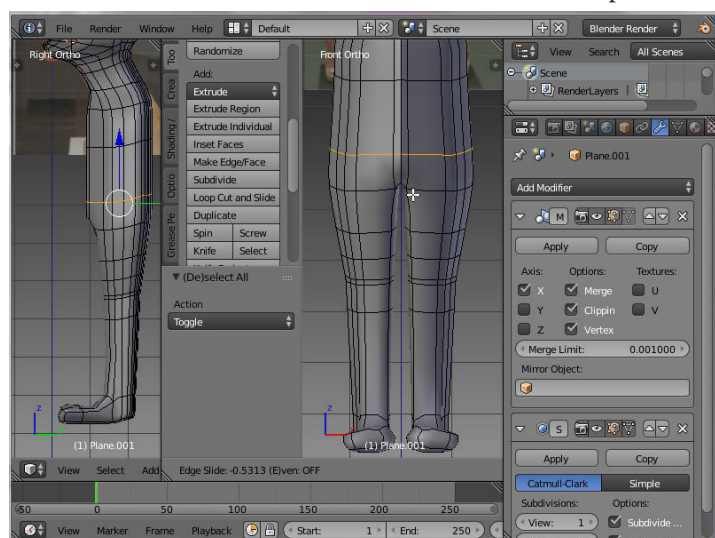
You can also make a face from 3 vertices or from two edges that meet so you can fill the whole gap in the foot.



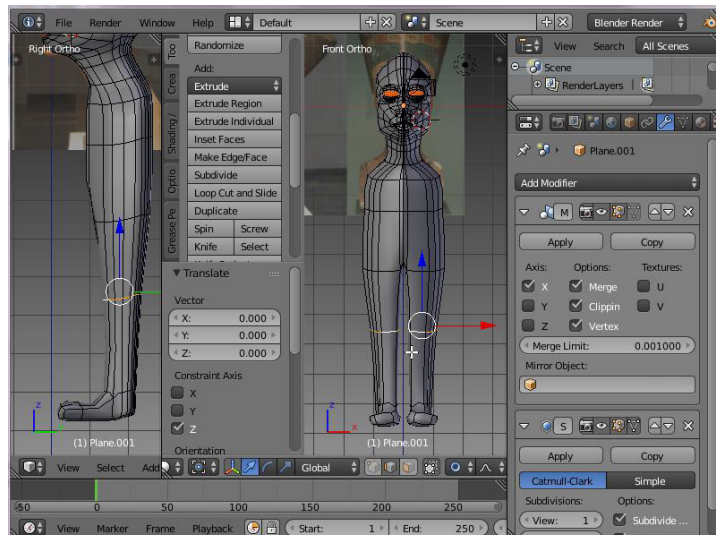
The legs look a bit short. Unmark the button so you can see through the legs and then
B - to drag the a retangle around the vertices you want to move.



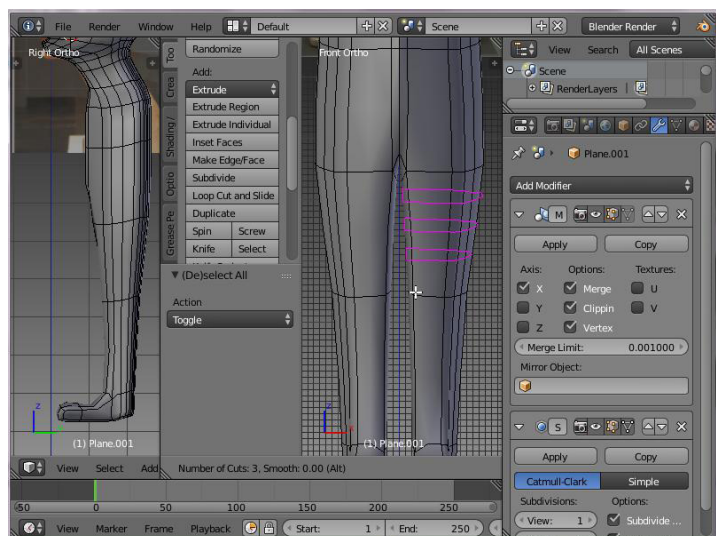
The center of the body looks a bit too sharp.
C - and you can choose vertices around the middle
And then the button Smooth Vertex and a number of Repeat.



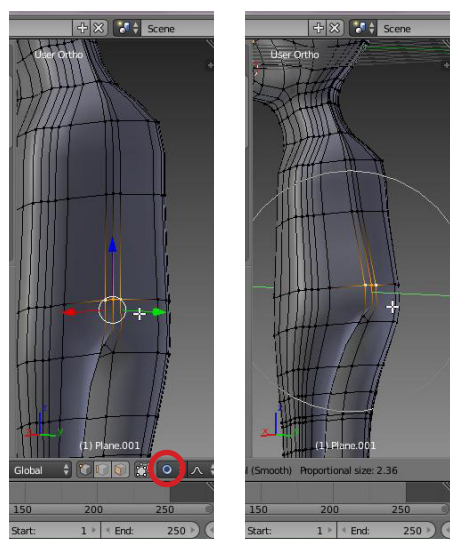
CTRL+R and make some loops around the waist.



You can ALT click a loop and move it more near to or away from the knees.

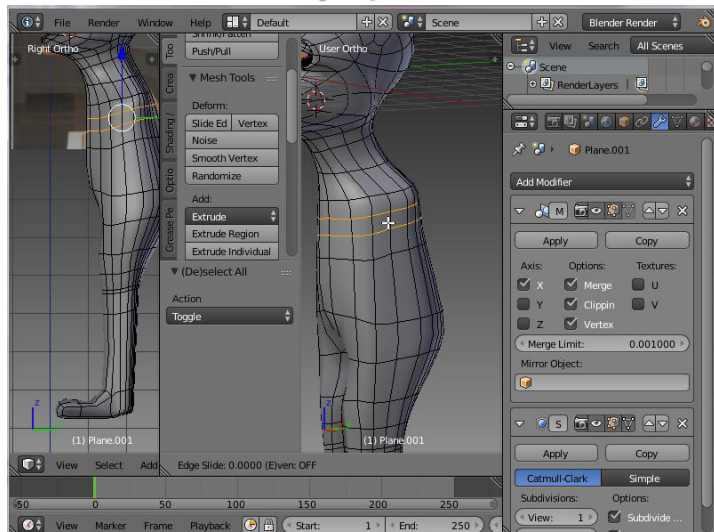


CTRL+R and roll the muse wheel to make some loops over the knee and under the knee.

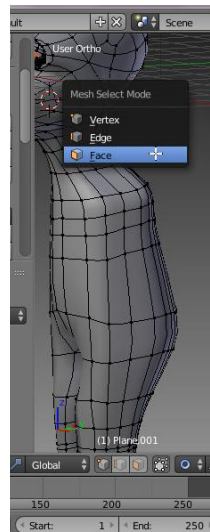


Perhaps you have to make some forming.
Mark one or several vertices and use
Connected.

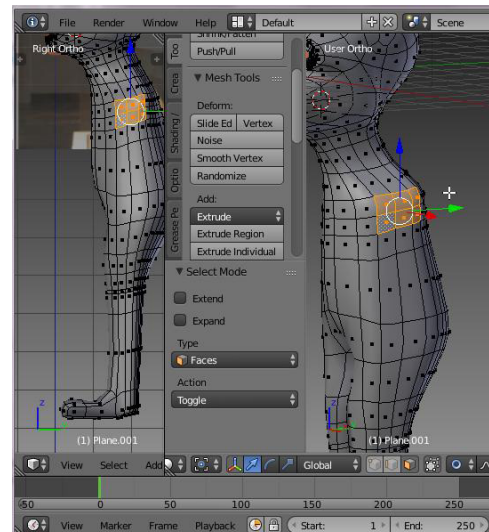
And move the vertices and you get a circle
influencing vertices around the choosen
ones. Roll the mouse wheel to decide the
size of the circle.



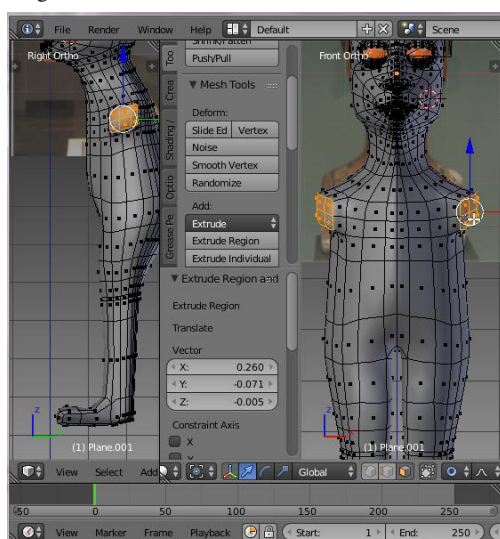
CTRL+R and roll the mouse wheel to get some loops around the shoulders. You have to have 6 faces to make an arm and then 3 fingers and a thumb on the arm.



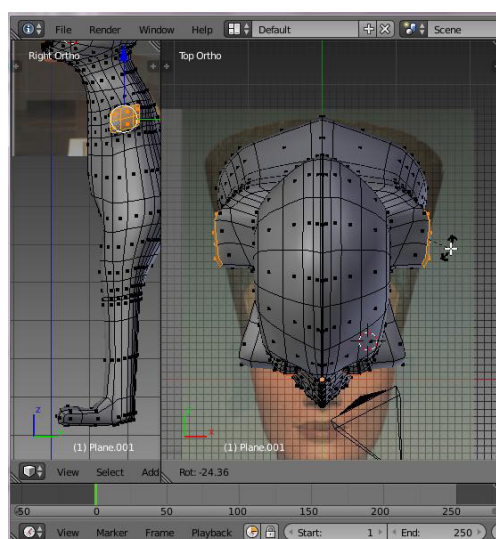
Ctrl+Tab and choose Faces



Choose 6 faces - two rows with 3 faces in each row.

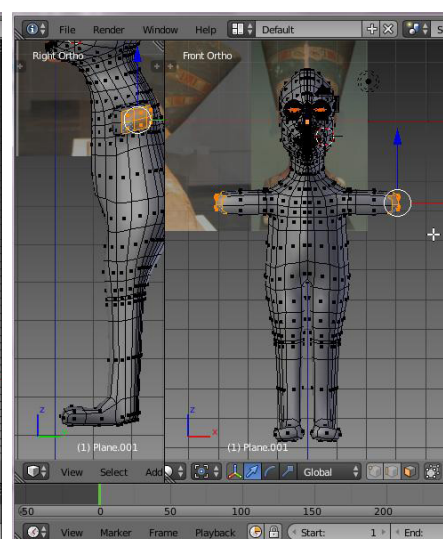


E - to extrude a bit.



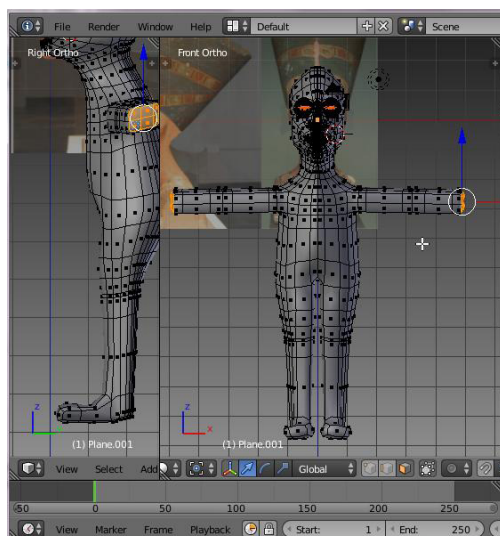
7 - to get to the Top view.

R - to rotate so the arms will be created straight out from the body.

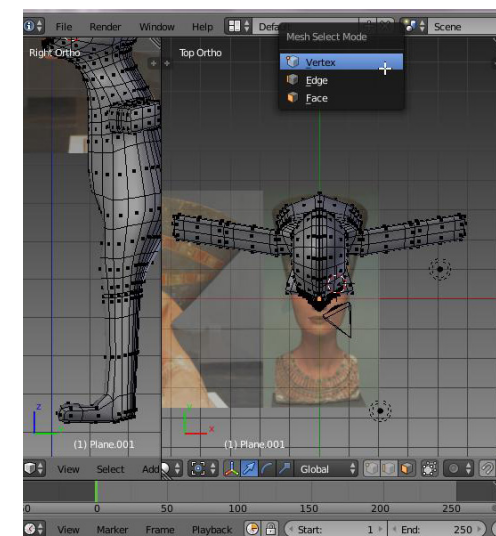


1 - for the Front View

E - to extrude



E - to extrude some times around the elbows and the wrists.

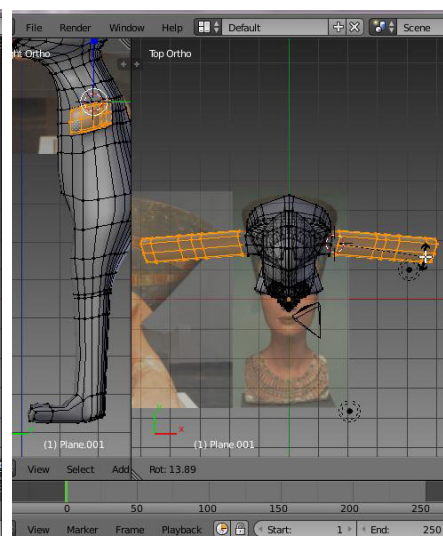


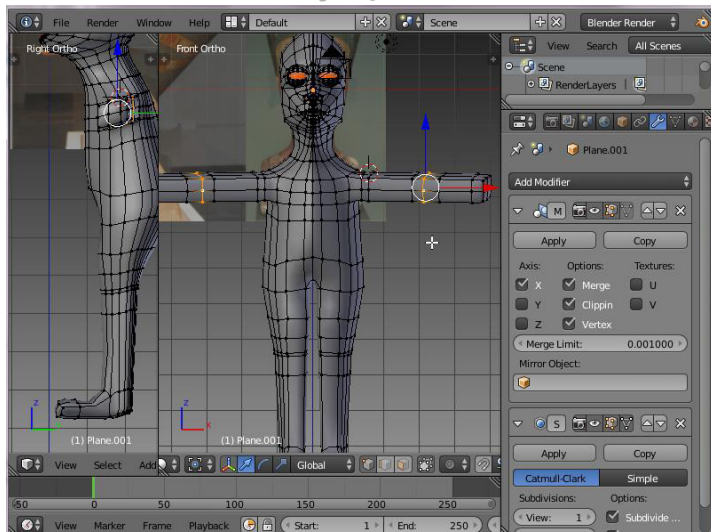
7 - for the Top View and select all the arms - both the upper and lower sides.

Left click to place the 3D cursor around the shoulders.

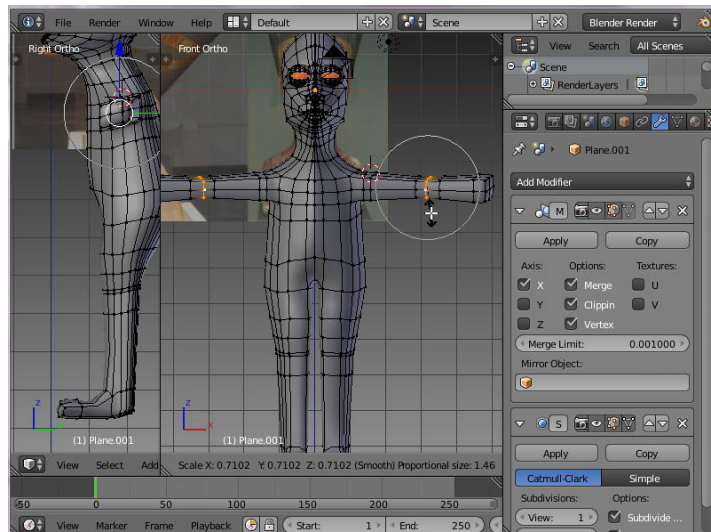
. - full stop - to move the rotation point to the 3D cursor.

R - to rotate so the arms will go straight out from the body.

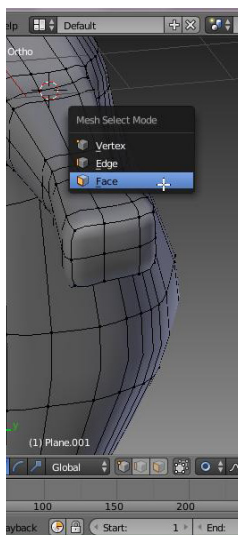




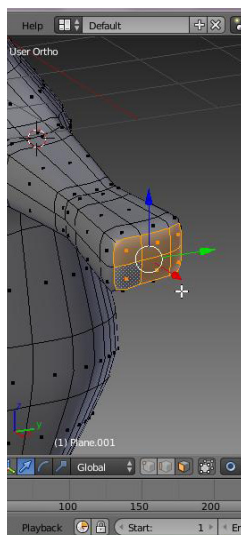
To show where the elbows are you can ALT click a loop in the elbow and then -, comma - to move the center to the loop to scale down a bit..



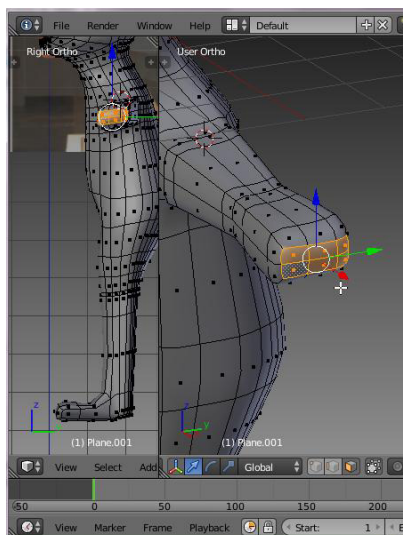
S - to scale - you can use Connected to influence the other parts of the arms.



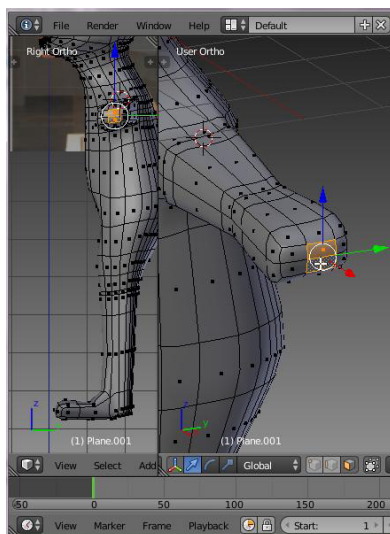
Ctrl+Tab and choose Faces



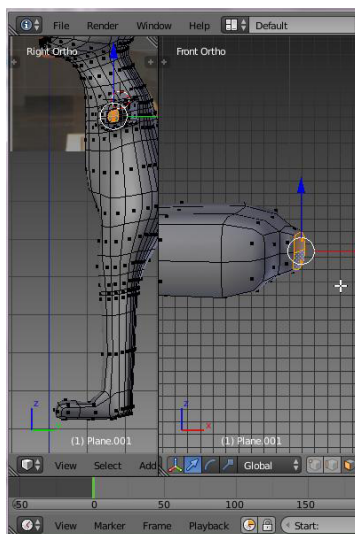
Select the outmost faces on the arm



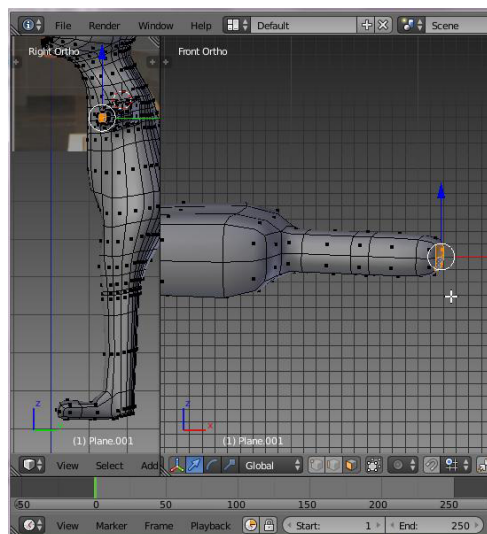
S+Z to scale - make it a bit more flatten - have a beginning of a palm of the hand



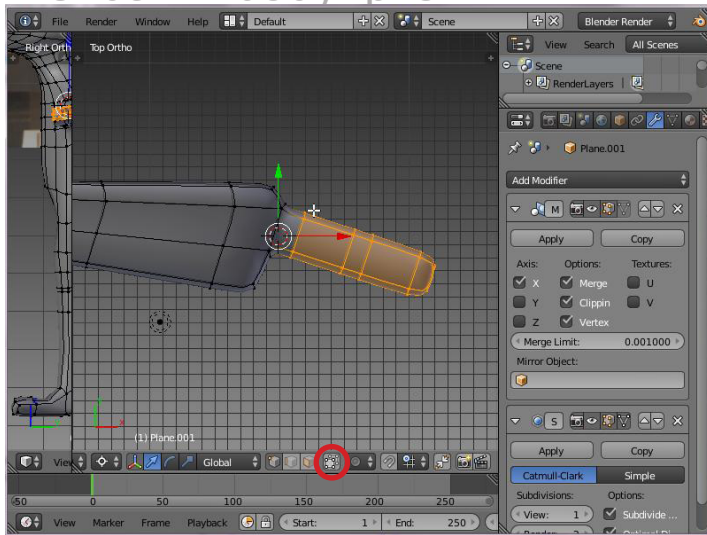
Select two faces in the middle



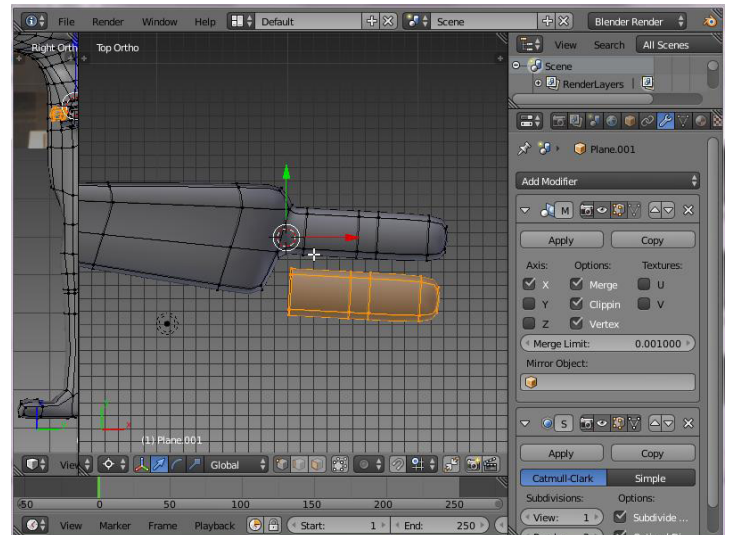
E - to extrude a small bit



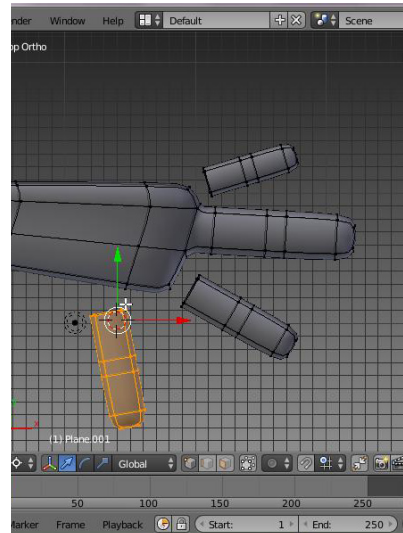
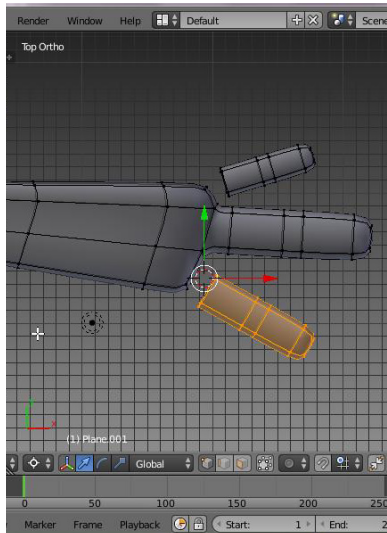
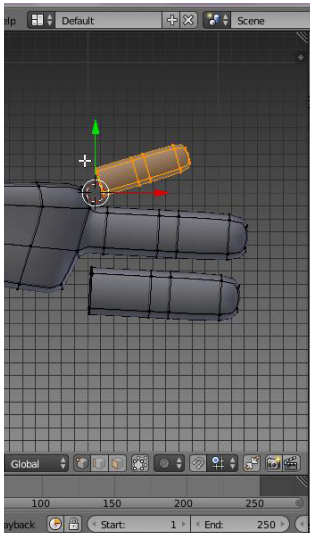
E - to extrude some times - you have to have loops around the knuckles and the fingertips. The fingertips



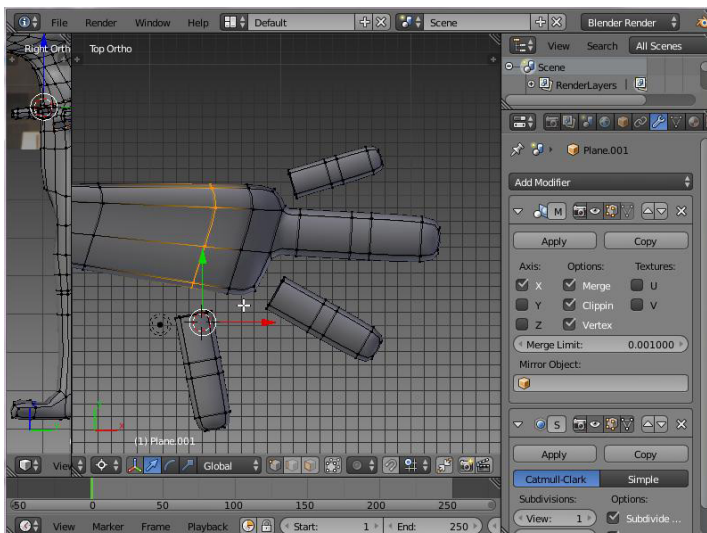
Perhaps you need to rotate the finger. You have to select all of the finger also the side below. Place the 3D cursor to the start of finger and - - full stop to move the rotation center. R - to rotate the finger.



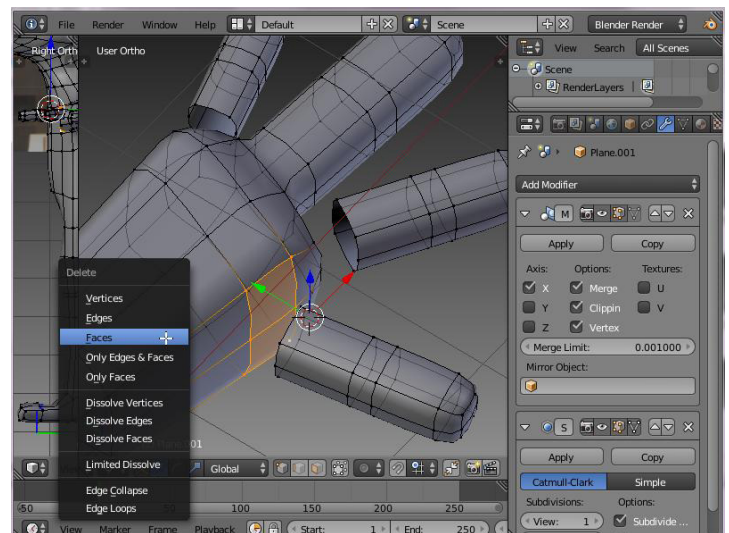
SHIFT+D to make a copy of the finger and move the copy.



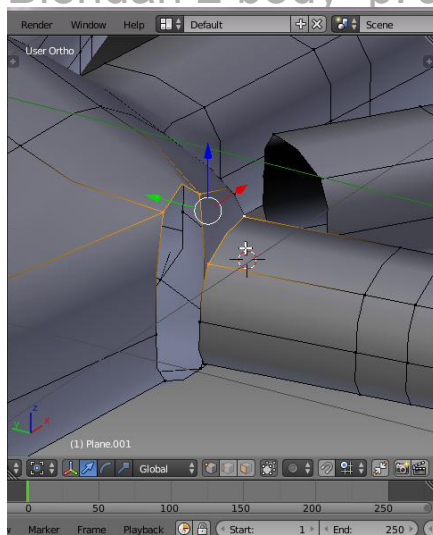
SHIFT+D to make new copies. S to scale them. S+X to scale them only in the X-direction. G - to move them R - to rotate them.



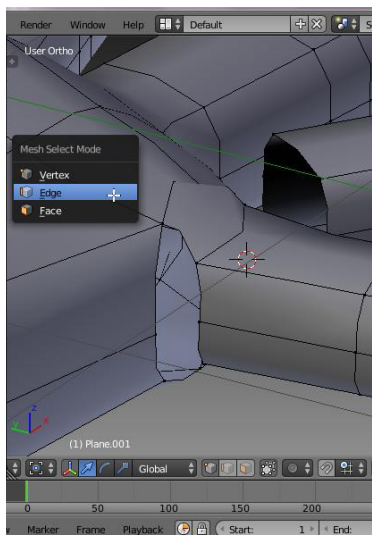
To make it possible to attach the thumb CTRL+R and one or two more loops.



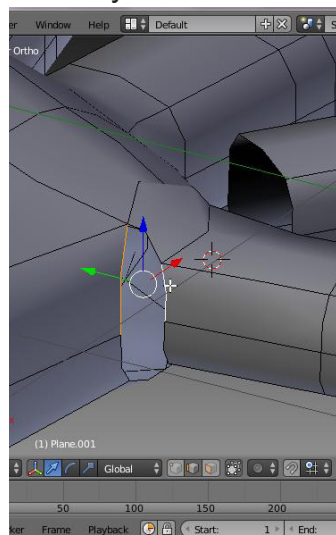
Select two faces and then X and choose delete Faces to make a hole for the thumb.



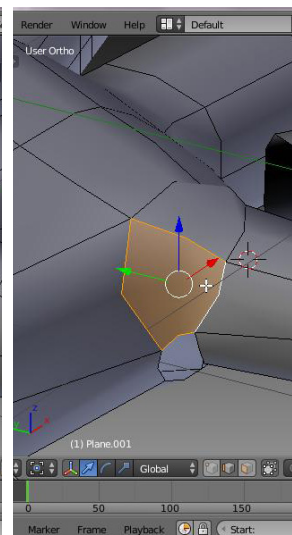
Select 4 vertices and then F to make a new face to connect the thumb with the hand.



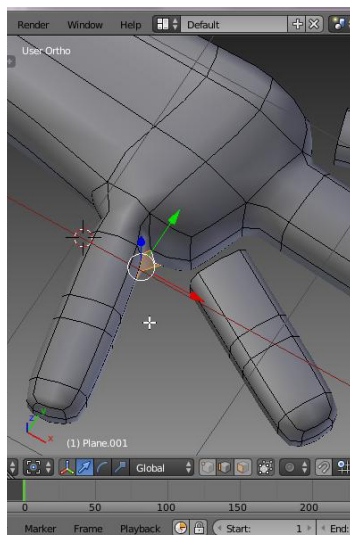
You can also make a face from two edges. Ctrl+Tab and choose Edges.



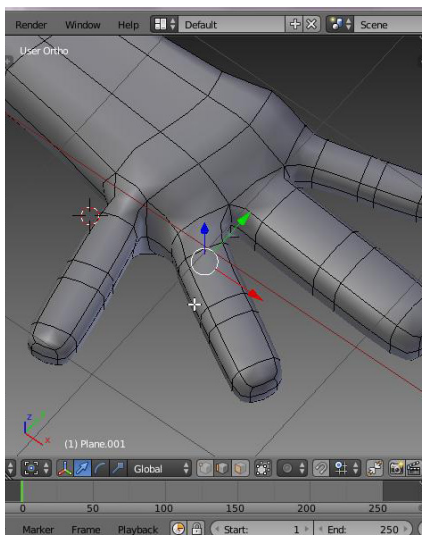
Select an edge on the hand and one on the thumb



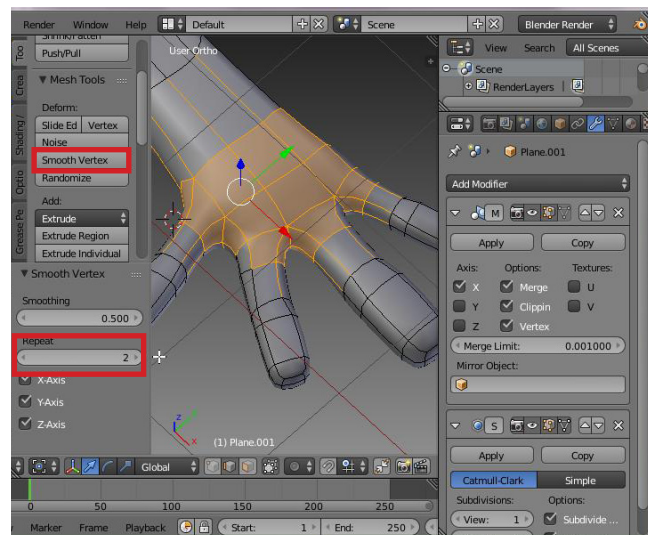
And then F to get a face.



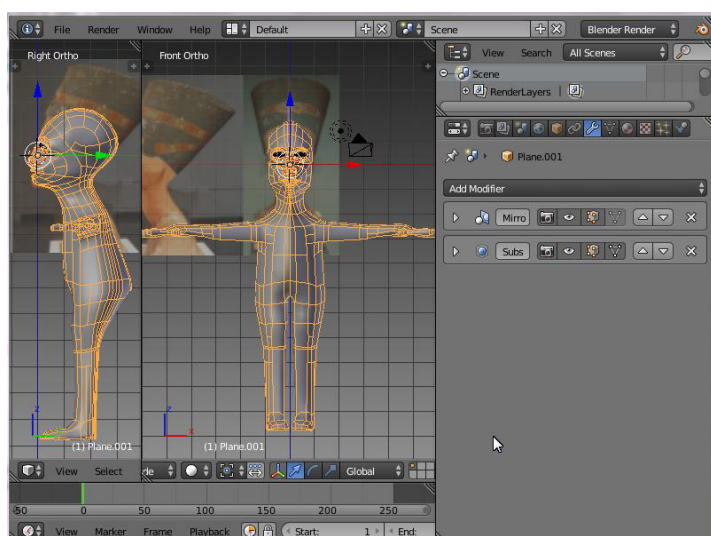
Continue in the same manner around the thumb.



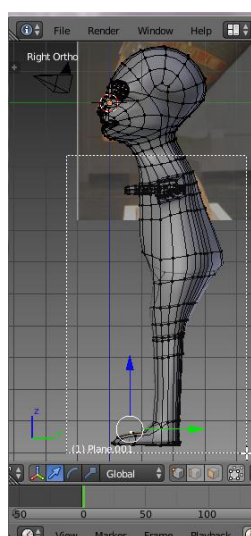
Attach the other fingers in the same manner. First make a hole from two vertices and then make faces to attach the finger to the hand.



To clean it up - soften the attachments - C - and choose a number of faces and then the button Smooth Vertex and a number of Repeat.



Go to Object Mode and have a look on Blender. Her back looks to lean a bit too much forward. You can move the body. Do not move the head! You must have the head in the right position to use the picture of the face profile later to place it as a material/texture on her face.



Go to Edit Mode. Use the button to see all sides of her button. B - to get a rectangle to select the whole body and move it.

